

Ring QuestTM

*A graphics adventure by Dallas Snell, Joel Ellis Rea,
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Come, my friend, rest yourself and listen to my tale. 'Tis a tale of perilous adventure, of faraway lands, and of beasts best left to the imagination. But most of all, let me tell thee of the Rings . . .

Few know of the Rings. Of those who do, there are but a few who have seen them. Fewer still have ever worn them and lived to tell of it.

From whence the Rings come no one can say. As far back as the eldest elders can recall, the Rings have always been. Legend would have them known as the Ring of Chaos and the Ring of Order. The Ring's Makers fashioned one from obsidian as black as midnight, the other from purest ivory. To know of the Rings is to know of their wondrous powers. The Ring of Chaos knows naught but evil possession and willful destruction. The Ring of Order opens its wearer's mind to the mysterious workings of Nature, and seeks naught but harmony.

Furthermore, the ancient Legend has it that the Rings were once One: a formidable ring of incomprehensible power. Whether this was so is not mine to say, for my tale is not of the One Ring, but of the Two.

This is my tale, not of Here and Now, but of There and Then. Let me take thee on a journey to a world whence thou didst not come, meet with people thou hast never known. Dost thou wish to embark upon yon adventure . . . dost thou dare?

1. Decline the offer of adventure and go thy merry way — turn to page 6.
2. Embark upon said journey — turn to page 4.





As you nod your assent you find your surroundings fading away, dissolving into . . . a forest! The path you stand on looks vaguely familiar. An afternoon sun is slanting through the treetops. You become aware of a strange stillness blanketing the forest, silencing even the incessant chirping of the birds. Something is not right.

Suddenly, the ground beneath you begins to shake. A low rumble can be felt from deep within the ground. Without warning, the very earth you are standing on splits asunder! With nothing to catch hold of, you tumble into the dark crack that has opened beneath you.

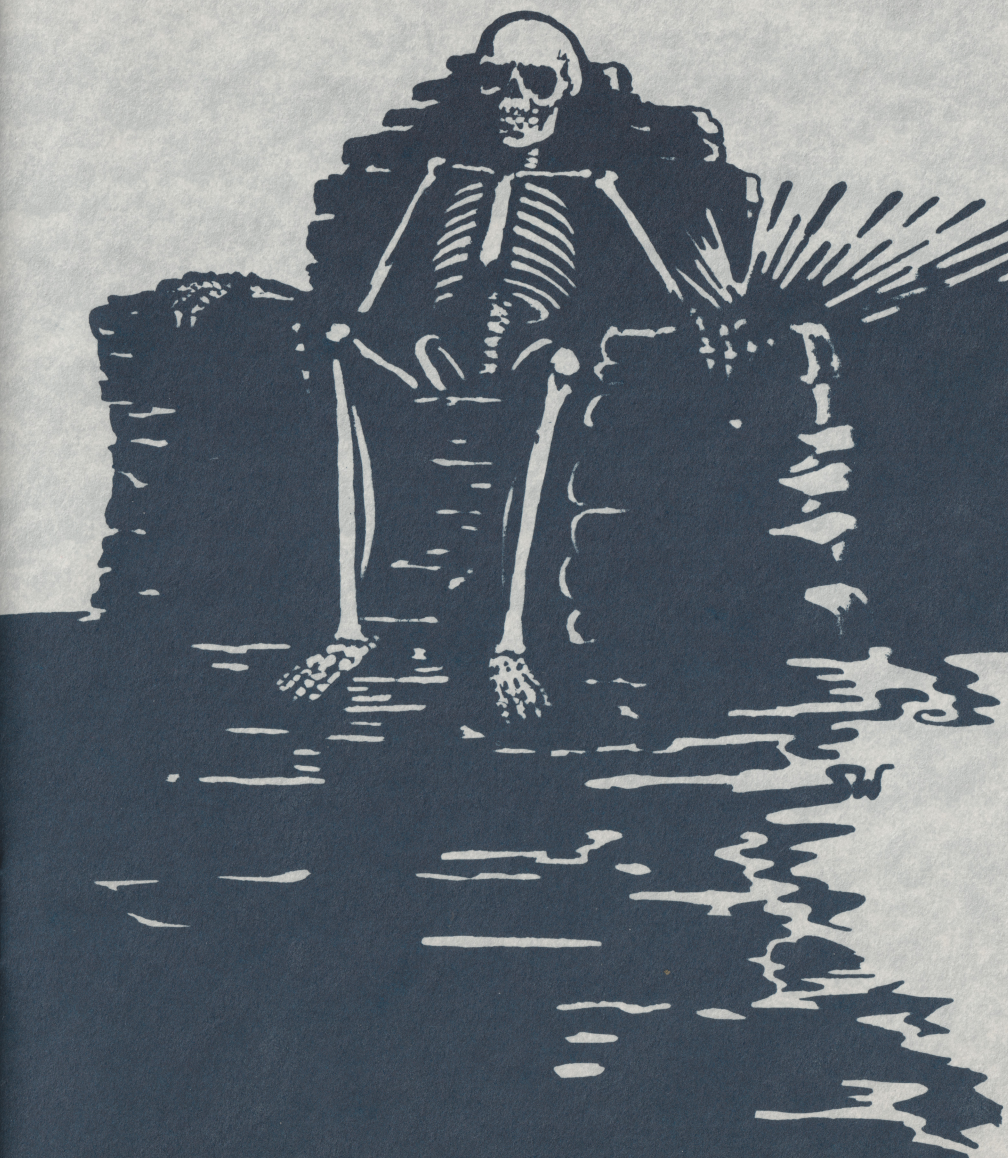
Your tumultuous fall comes to an abrupt end as you land rather heavily upon a solid surface. Dirt and debris rain down upon you from the crevice over your head. Slowly, as the dust begins to settle, your eyes adjust to the dim light. Gazing dazedly about you, your eyes focus upon a startling sight: A skeleton sitting on a mockup throne of stone! Almost of their own accord, your eyes are pulled down to stare at an ivory ring on the skeleton's finger. As you watch, the ring begins to pulsate with a growing brilliance. An impulse to reach out and take the ring starts to overcome you.

Exercising some small amount of will, you tear your eyes from the hypnotic glow of the ring and glance desperately about the earthen room. You notice that there is a chance you could get out by standing on the throne and climbing out the crevice.

Do you wish to . . .

1. Reach out and take the ring — turn to page 12.
2. Climb onto the throne and attempt to climb out — turn to page 8.
3. Cower in a corner of the room and shiver uncontrollably — turn to page 10.





For just a brief moment you seriously consider going upon the storyteller's journey. But no, you come to your senses to realize you don't have time for such foolishness. That nonsense is for irresponsible children who spend their waking hours in gleeful play. And so, with an almost inaudible sigh, you turn away from adventure and trudge back to your own affairs.

THE END.





With immense concentration you carefully step onto the arm of the stone throne, meticulously avoiding contact with the skeleton. As you climb up to the back of the throne you notice it is worn and decrepit, crumbling slightly wherever you touch it. Just as you reach up to grasp the lip of the crevice another rumble can be felt. The unsteady throne begins to shake and before you can get a good hold to pull yourself out, the throne collapses, bringing you down with it! You find yourself laying on the floor among the rocks and the bones, stunned by the fall. Mustering your remaining strength you turn your head only to find the disembodied skull of the skeleton resting on the ground beside you, looking for all the world as if it is grinning at you. Your sight fades, gradually you lose consciousness . . .

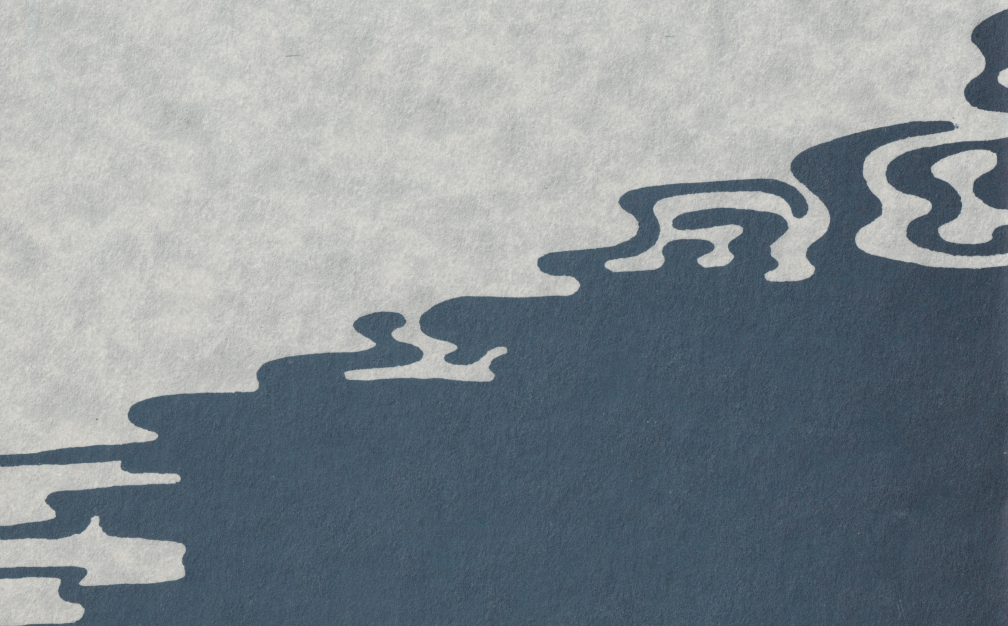
Turn to page 10.





After what may have been minutes or hours you wake to find yourself enclosed in total darkness. The distinctive sound of bones being crunched by powerful jaws jerks your attention to the center of the room. Through the thick darkness you discern several pairs of large red eyes moving around. Overcome by an instinctive terror, you stand and begin to back away from whatever horrors are in the room. Stumbling over some debris, you fall noisily to the floor. Instantly, the crunching stops and all pairs of eyes turn hungrily toward you. What could be a cough or a sneeze, but sounds like a malevolent chuckle to you, erupts from the direction of a pair of eyes that tower over the others. Snuffling noises accompany the movement of those many eyes as they inch in your direction. Scrambling backwards again, you move only a few feet before you have your back to the wall. Whatever creatures belong to those eyes are now close enough for you to smell their steamy, putrid breath upon your face. Without warning something grasps you, dragging you down. For a brief instant you feel an overwhelming pain, . . . and then . . .

THE END





Slowly, you approach the skeleton and remove the glowing ring from its finger. The instant you have the ring the skeleton falls apart, collapsing in a heap of bones at the base of the throne.

Mechanically, you move to slip the ring onto your finger, almost as if you were being controlled by someone or something else. Much to your amazement, the ring fits your finger perfectly. Still shaken by all that has happened, you sit down on the throne formerly occupied by the skeleton. Although made of stone, the throne is oddly relaxing to sit upon. Slowly, your chin works its way down until it is resting on your chest. Your breathing slows and your arms fall listlessly to your sides . . .

When you open your eyes you find you are no longer sitting on your stone throne surrounded by dirt walls. Instead, you are sitting on a smooth tiled floor surrounded by multi-coloured mosaic walls. A wise looking old man is before you . . . hovering cross-legged in mid-air!! A large, heavily muscled man in warrior's clothing stands beside the old man. Turning to the warrior, the old one says, "Gorn, didst I not say the Ring wouldst find a way to come!"

"Gloat to thyself, Zandorf," retorts the warrior, evidently called Gorn, "tell this Other Worlder what needs to be known so we can be on our way."

Turning back to you the old one speaks, "Listen carefully, Other Worlder, for time is of the utmost importance. Yon Ring thou art wearing is known as the Ring of Order. Thy Ring is seeking its counterpart, the Ring of Chaos which hast our own noble sorceress, Lisa, under its evil control. The Ring of Chaos, using Lisa's own powers against her, has taken her to another TimeWhen. From there it seeks to disrupt all TimeWhens." Gesturing towards the giant beside him, Zandorf continues, "Thou must accompany Gorn, the Champion of Balema, in finding Lisa and releasing her from the destructive power of the Ring of Chaos. Only with the Ring of Order can this difficult task be accomplished."

Zandorf's eyes close for a moment. Before you can respond he opens them and exclaims, "Quickly, Gorn. Move close to the Other Worlder. I can feel the powers of the Ring shifting. Fare thee well, brave ones. May Brohm be with you!!"

Gorn steps hurriedly to your side. Once again, a strange dizziness overcomes you and envelops you in darkness.



let the RingQuest begin!!

What, praytell, is an Adventure?

In an adventure game thou art put in a fictitious world inside thy computer. Thy computer wilt show thee where thou art, what thou seest, and where thou canst go. Thou wilt travel around and accomplish many wondrous, or not so wondrous deeds by giving thy computer commands, composed at least, of a verb and a noun, such as 'Go North', 'Look Tree', 'Take Brick', and so on. Thy computer then shows the result of thine actions and wilt await thy next instruction. The object of an Adventure game is to accomplish a specific goal through exploration of the world around thee, mayhaps using some of the objects thou wilt find, and by solving puzzles.

RingQuest takes place in the mystical kingdom of Balema. Gorn, the king's champion, wilt be thy constant companion during thy travels. Being a warrior, Gorn tends to be stubborn, and wilt not always respond to thy commands willingly. Since thou art the brains of the duo thou must learn to advise and manipulate Gorn into doing what thou wants him to do. Drinking water is in limited supply in the land of Balema. Thou must needs keep track of thy water supply and taketh care to refresh it whenever possible.

Playing RingQuest

To begin, thou must placeth thy disk in thine computer and turneth the power on. Thy disk will spin and a title page wilt appear. Press any key to go to the game. Pressing any key during the bootup will bypass the title screen and magically place thee directly in the game.

The Return key wilt toggle between the graphics and the text screen. The top of the text screen wilt show possible exits as well as any visible objects. Thou canst move quickly through terrain thou hast already traversed by switching to the text mode.

The game is played by typing in commands to thy computer. RingQuest allows thee to moveth in any of 10 directions: North, Northeast, East, Southeast, South, Southwest, West, Northwest, Up, and Down. Many of the commands canst be abbreviated by typing in the first letter(s), i.e., "N" or "SW". After the computer prints a description or a message there wilt be a cursor at the lower left corner of the screen, where thou canst then type thy reply. If thou dost not see this prompt, press the Spacebar to see the rest of the message.

When entering commands, remember that RingQuest permits multiple instructions and the use of pronouns (i.e., it, her, them . . .) for the last mentioned noun. Thou canst type in "Go North and Take Shovel then Drop it" and the computer will follow thine instructions. Such commands must be separated by the use of a comma (,), a period (.), the word "and", or the word "then".

Each time you enter a location in RingQuest, thou wilt be given a detailed description of thy surroundings. Thereafter, upon re-entering a location thou wilt receive a brief description of the area, rather than a detailed one. Shouldst thou wish to get the full description, enter the command "Look".

There may be times during thine adventure when thou wilt wish to passeth a few turns without performing any specific action. Type in "Wait" and a number from 1-10, and that many turns wilt passeth by before thy next instruction.

Skill Games

There are two skill games within RingQuest. They are part of thy quest and shouldst be completed in order to win the game. When thou arrivest at the location requiring thee to play them, thou wilt receive instructions on what to do.

For those who prefer not to accept the challenge of playing these games, typing in "Arcade Off" wilt allow thee to bypass them. Typing in "Arcade On" wilt reactivate the games.

Once thou hast begun playing either of the games, thou wilt be offered the opportunity to keep trying until thou succeedest.

Saving Games

Shouldst the need arise to eateth, sleepeth, or otherwise passeth the time by not playing RingQuest, thou canst saveth the current game. First, thou wilt need to have an initialized DOS 3.3 disk ready. Starteth the save process by typing "Save". Thou wilt be prompted to putteth in thy initialized disk and assign a name to the game thou art currently playing. Once thou hast entered the name, the game wilt be saved onto thy disk and thou canst turneth the computer off. It is advisable during play to save the game before trying a particularly risky action.

Keyclick

As you typeth in commands in RingQuest, thou wilt hear a click each time thou presseth a key. The volume of the click can be turned up or down by pressing "CTRL-S".

Mapping

It is generally a good idea when playing an adventure game to make a map as thou goest along. The various roads and paths can be quite confusing and it helps to keep a pencil and paper nearby for keeping track of thine wanderings.

Disk Replacement

If your RingQuest disk should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with \$5 and we'll rush a new one to you right away. We feel this is a fair replacement policy for entertainment software such as RingQuest. Please help us by not making any copies of this program.

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